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## WORK

### PICKET HOMES — UI/UX Intern

June - August 2021

- Led the research for Picket's enterprise-facing real estate underwriting tool to discover user pain points and usability issues followed with design iterations
- Delivered high-fidelity mockups of the design solution to production and received positive feedback from internal users
- Conducted 2 user interviews, analysis of 7 competitors, and general market research to align the product with current industry standards
- Collaborated with designers, engineers, and stakeholders when iterating on design decisions

## RELEVANT EXPERIENCE

### COVID POINT — UX Designer

Sept - Dec 2020

- Prototyped a mobile solution to update users with personalized COVID-19 notifications informed by 8 interviews, 1 focus group, and 2 usability tests
- Designed high-fidelity screens of core features including health tracking, self-reporting, and onboarding

### TERRA BELLA WEBSITE REDESIGN — UX Generalist

Mar - June 2021

- Collaborated with a local business to provide an end-to-end redesign of their website through 7 interviews, 13 card sorting, and 2 usability tests
- Delivered high-fidelity interactive screens of the product gallery and homepage supplemented with a design system to the client and handed off to engineers

### EDUMART — UI Designer

Sept - Dec 2020

- Created a cross-platform design system for an e-commerce teacher resource exchange platform
- Designed logo and high-fidelity screens for product gallery, product details, checkout, and login flows
- Animated login micro-interactions to demonstrate how the interface responded to user interaction

### YELP USABILITY STUDY — UX Researcher

Jan - Mar 2021

- Conducted 6 remote moderated interviews to understand users' restaurant discovery flow and assessed the effectiveness of Yelp's filtering system
- Discovered areas of success and improvement by grouping participant frustrations into problem areas based on sections of the discovery flow

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## EDUCATION

### University of Washington

M.S. Human Centered  
Design & Engineering

Sep 2020 - June 2022

### University of California, Los Angeles

B.S. Cognitive Science +  
Specialization in Computing

Sep 2016 - June 2020

## SKILLS

### design

Wireframing, Sketching,  
Storyboarding,  
Information Architecture,  
Persona, Prototyping

### research

Interview, Survey,  
Focus Group,  
Competitive Analysis,  
Affinity Diagramming,  
Card Sorting,  
Usability Testing

### code

C++, Python, R,  
HTML, CSS,  
MATLAB

### tools

Figma, Principle,  
Tableau, Maya,  
Adobe Illustrator,  
Zeplin, Unity